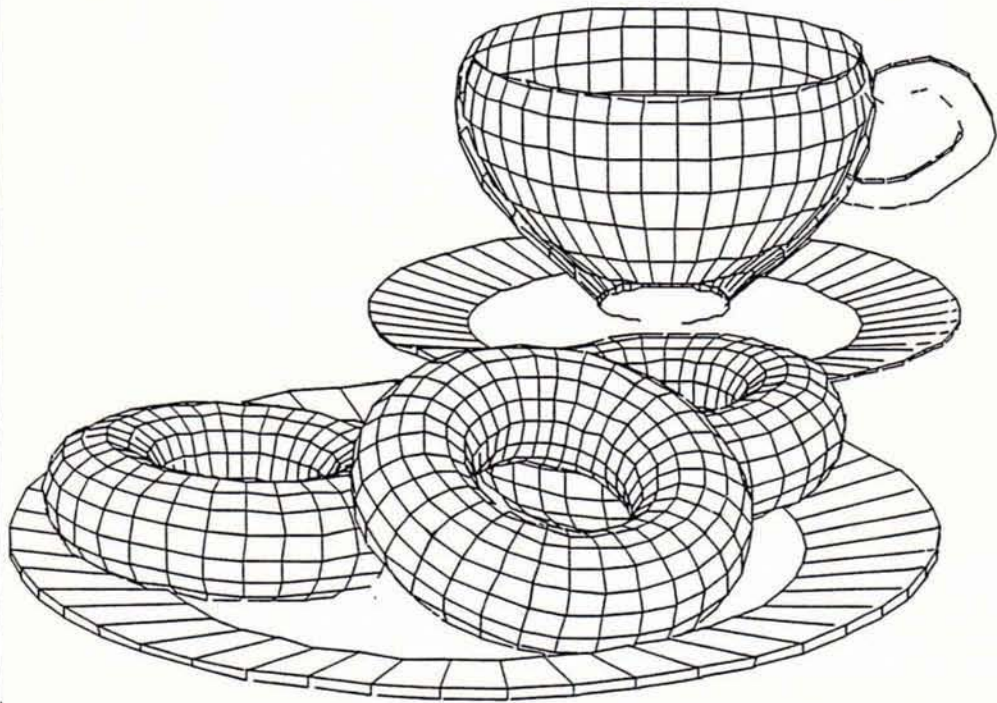


PAGE SIX

VOLUME 5, ISSUE 6



**INSIDE
THIS ISSUE:**

- *Computer Sex*
- *SX212 Now Available!*
- *Fast BASIC Screen Dump*

CALTARI

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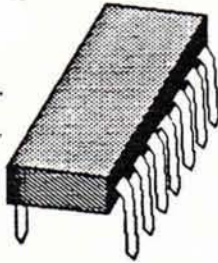
CALTARI USERS GROUP OFFICERS (1987)

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The CALTARI USERS GROUP meets twice a month at the Southern Alberta Institute of Technology, in the Acropolis Lounge, at 7:30 P.M. on the first Thursday of each month and holds Library nights at the same location on the Tuesday 12 days following the normal meeting.



RAMTOP RAMTOP

By Bruce Smith



It is now late September and we are in the middle of summer it seems. I guess I will never understand Calgary's weather.

A couple of key points came up in our September meeting that deserve some discussion here.

It will soon be election time. Please think about potential nominees for the various positions (and that includes yourself). Given the situation developing around our trusty 8-bit computers (see next point), we will need a strong executive next year. I cannot (and should not) be President again. We need somebody there who can contribute more time than I was able to in the last year, and I definitely will have even less available time next year.

My next point is an important one. Retailer support for the 8-bits is fading, due to reduced customer activity. We 8-bit owners just aren't buying enough software (I'm as guilty as anybody, having bought only two programs this year). If we get out there and buy things, perhaps support will build up. I doubt it though; the ST's are just doing too well. We, CALTARI, must do something from within to hold the 8-bit world together. Please put on your

thinking caps and see what marvelously creative solutions you can come up with. The computers are still as good as ever, and there is no need to let them fade away (the TI99 is still alive and kicking, despite the manufacturer dropping the product years ago). I have no plans of dropping my 8-bit (I use it at least as much as I do my ST), and so will work to keep support for it.

We have confirmed our room bookings through April '88, and they are as published (first Thursday of each month, and the Tuesday 12 days later). February is the exception; the Olympics take over the city, and that includes the Campus Centre. As it stands, there will NOT be a meeting that month. That could change, so stay tuned.

The club PRINT SHOP disks are ready. There are 5 graphics disks and 1 utility disk. They cost \$5.00 each or \$25.00 for the set of six. Considering that commercial graphics library disks cost at least \$25.00 each, I think they are a great deal, and serve as a good fund-raiser for the club as well. Give them a boo!

SAVE OUR 8-BIT ATARI'S

<<<<< Bruce >>>>>

| |
|--|
| <p>HOW TO KILL CALTARI (YOUR Atari User Group)</p> |
|--|

- 1- Do not attend meetings, if you do, arrive late.
- 2- Be sure to leave the meeting when it's over.
- 3- Never offer your opinion at a meeting, wait until you're outside.
- 4- When at a meeting, vote to do everything, then go home and DO NOTHING.
- 5- The next day, find fault with the executive and fellow members.
- 6- Take no part in CALTARI's affairs.
- 7- Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low, no one will notice.
- 8- Get all that CALTARI can give, and GIVE NOTHING in return.
- 9- Talk cooperation, but never cooperate.
- 10- Never ask anyone to join CALTARI.
- 11- Threaten to resign at every opportunity, especially when things are not going your way.
- 12- If asked to help, always promise to do so, but be busy when called upon.
- 13- Never accept an offer; better to criticize than be criticized.
- 14- If, in a moment of weakness, you find you have gotten yourself on a committee, apply all of the above rules and let the executive do all of the work.
- 15 - Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone that:

WHAT'S WRONG WITH CALTARI
IS... THAT IT IS BEING
RUN BY A CLIQUE!!!!!!

(Reprinted from the W.N.Y. Atari Users Group)

??

COMPUTER SEX

Micro was a real-time operator and dedicated multi-user. His broad-band protocol made it easy for him to interface with numerous input/output devices, even if it meant time-sharing.

One evening he arrived home just as the sun was crashing, and had parked his Motorola 68000 in the main drive (he had missed the 5100 bus that morning), when he noticed an elegant piece of liveware admiring the daisy wheels in his garden.

He thought to himself, "She looks user-friendly. I'll see if she'd like an update tonight."

Mini was her name, and she was delightfully engineered with eyes like COBOL and a Prime mainframe architecture that set Micro's peripherals networking all over the place.

He browsed over to her casually, admiring the power of her twin, 32-bit floating point processors and inquired "How are you, Honeywell?" "Yes, I am well," she responded, batting her optical fibers engagingly and smoothing her console over her curvilinear functions.

Micro settled for a straight line approximation. "I'm stand-alone tonight," he said. "How about computing a vector to my base address? I'll output a byte to eat, and maybe we could get offset later on."

Mini ran a priority process for 2.6 milliseconds, then transmitted "8K, I've been dumped myself recently, and a new page is just what I need to refresh my disks. I'll park my machine cycle in your background and meet you inside."

She walked off, leaving Micro admiring her solenoids and thinking, "Wow, what a global variable. I wonder if she'll like my firmware."

They sat down at the process table to a top-of-form feed of fiche and chips and a bucket of Baudot. Mini was in conversational mode and expanded on ambiguous arguments while Micro gave occasional acknowledgements, although, in reality, he was analyzing the shortest and least critical path to her entry point. He finally settled on the old "Would you like to see my benchmark subroutine," but Mini was again one step ahead.

Suddenly, she was up and stripping off her parity bits to reveal the full functionality of her operating system software. "Let's get BASIC, you RAM," she said. Micro was loaded by this stage, but his hardware policing module had a processor of its own and was in danger of overflowing its output buffer, a hang-up that Micro had consulted his analyst about. "Core," was all he could say.

Micro soon recovered, however, when she went down on the DEC and opened her device files to reveal her data set ready. He accessed his fully packed root device and was just about to start pushing into her CPU stack, when she attempted an escape sequence.

"No, no!" she piped. "You're

not shielded."

"Reset, Baby," he replied.
"I've been debugged."

"But I haven't got my current loop enabled, and I can't support child processes," she protested.

"Don't run away," he said,
"I'll generate an interrupt."

"No, that's too error prone, and I can't abort because of my design philosophy."

Micro was locked in by this stage, though, and could not be turned off. But she soon stopped his thrashing by introducing a voltage spike into his main supply, whereupon he fell over with a head crash and went to sleep.

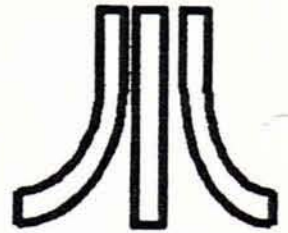
"Computers," she thought as she compiled herself, "All they ever think of is HEX."

(Downloaded from FOOTHILLS BBS,
Calgary, Alberta)



"HIT ANY KEY TO CONTINUE"

THE LATEST NEWS ON ATARI EQUIPMENT & SOFTWARE



New Products Now Available!

The Atari SX212 1200 baud modem and XEP-80 80-column board are now available and selling in the US. A representative of Atari Corp. Canada informed me that these products on enroute for Canadian distribution.

The SX212 has BOTH an SIO port and standard RS232 port, making the unit compatible with BOTH the ST and 8-bit Atari computers. With the ST, you can run any ST terminal program such as FLASH!

If you have an Atari 850 interface or PR:Connection, you can plug the modem into it, and run 850 Express! Using the modem on an 8-bit WITHOUT an 850 or PR:Connection will require some work at this time. SX EXPRESS! (which is supposed to be included) is not yet ready.

HOMETERM and Amodem 7.4 will work with the SX212, but require a handler in order to work. The file RVHAND.XMO in DL2 on CompuServe will allow you to create a copy of HOMETERM that will run with the SX212. This handler will also work with Amodem 7.4

The modem is a great value for the money and performs well. While the 8-bit software is not available from Atari, you can at least work around that for now. Don't overlook this bargain.

A FAST Basic Screen Dump

by Roy Maltby

A while ago I wrote a screen dump program for graphics mode 7+ which was printed in Page Six. There are two important differences between that screen dump and this one; this one is for graphics mode 8, and this one is two hundred times as fast. If you've ever tried to write a screen dump in BASIC, you probably decided that there was no way to get it even close to two minutes running time. If so, you overlooked the ridiculously easy way (so did I for a long time) to speed up your screen dump time... print the picture sideways. This obviates the need for bit-twiddling at which BASIC is hopelessly slow.

But, to get on with the analysis of the program, the lines with three-digit numbers just draw simple picture on the screen.

The printer format commands in this program are for my Epson FX-286e, so presumably they should work on any Epson compatible printer.

Line 1005 sets line spacing to 1/72 of an inch.

- Line 1010 calculates the address of the eight pixels in the lower left hand corner of the picture.

- Line 1020 initializes the column loop counter. The screen will be scanned columnwise - bottom to top - forty times.

- Line 1025 initializes the pointer LOC to the bottom of the current column.

- Lines 1030 and 1040 tell the printer to expect 160 bytes of graphic data.

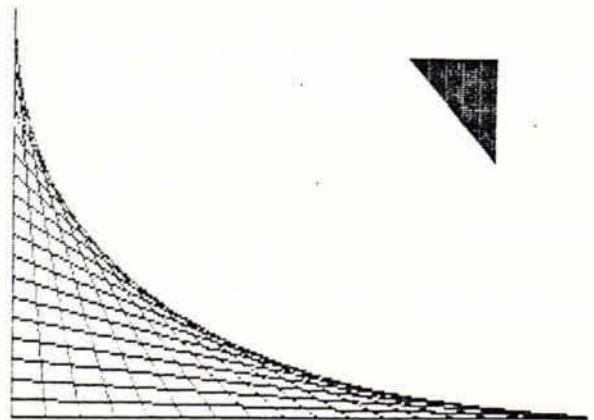
- Lines 1050 to 1080 scan the column bottom to top and print the column left to right.

- Line 1085 prints a line feed so the printer is ready to start the next column.

- At line 1090 the program loops back to start the next column.

BASIC LISTING

```
100 GRAPHICS 8
105 COLOR 1
110 FOR I=0 TO 152 STEP 8
120 PLOT 0,I:DRAWTO I*2,159
130 NEXT I
140 PLOT 0,159:DRAWTO 319,159
200 FOR I=0 TO 40
210 PLOT 319-I,0:DRAWTO 319,I
220 NEXT I
1000 OPEN #1,8,0,"P:"
1005 PUT #1,27:PUT #1,ASC("A"):PUT #1,8
1010 START=PEEK(88)+PEEK(89)*256+159*40
1020 FOR COLUMN=0 TO 39
1025 LET LOC=START+COLUMN
1030 PUT #1,27:PUT #1,ASC("K")
1040 PUT #1,160:PUT #1,0
1050 FOR I=1 TO 160
1060 PUT #1,PEEK(LOC)
1070 LOC=LOC-40
1080 NEXT I
1085 PUT #1,13
1090 NEXT COLUMN
1100 CLOSE #1
```



ASK UNCLE SLOOP:

Dear Uncle Sloop,

On an Atari 800XL, what is the best way to disable the BASIC?

Idiot

Dear Idiot,

Kick it in the leg, HARD!

Uncle Sloop

Dear Uncle Sloop,

A friend and I are having a disagreement on what brand of computer is the fastest. Could you settle this for us?

Speed Demon

Dear Speed Demon,

In actuality, all computers are the same speed. Galileo proved this when he took several brands of computers to the top of the Tower Of Pizza, and dropped them off at the same time. All of the computers hit the ground together, except the Commodore 64, which got lost on the way down.

Uncle Sloop

Dear Uncle Sloop,

When I try to LOAD a certain program, I keep getting a message saying "BOOT ERROR". What does this mean?

Moron

Dear Moron,

You got your foot on the power cord.

Uncle Sloop

Dear Uncle Sloop,

What is the difference between ROM and RAM?

Confused

Dear Confused,

ROM is Read Only Memory. It is "locked" into the chips, and will not be lost when you turn off your computer. RAM is a male sheep, and has nothing to do with computers. Ewe should know that.

Uncle Sloop

Dear Uncle Sloop,

Is there a cheap way to get double density from a 1050 disk drive?

Cheapskate

Dear Cheapskate,

Sure. The cheapest way to produce double density with a 1050 is to simply put two disks in at the same time. the drive won't work, but it'll show that YOU are doubly dense!

Uncle Sloop

Dear Uncle Sloop,

Do people really send you these letters, or do you just make them up?

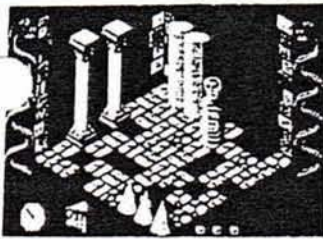
Wondering

Dear Wondering,

Yes.

Uncle Sloop

BRAND NEW ITEMS



AIRBALL

#ST334

Explore a mansion with over 150 different rooms, each done in beautiful hi-res graphics. There's just one catch - you've been turned into an airball with a slow leak by an evil wizard. You must search the mansion for the wizards' spellbook to become human again. Along the way you will encounter crosses, tins of beans, a Buddha, a dragon statue, a pumpkin, a flask, and more. But be careful because there are several different kinds of spikes in each room and killer pads on the floor, all which are deadly to an airball.

FONT PACK 1

(for use with EASY DRAW)

#ST330

For use with Easy Draw 2.0 and later, this contains two new typefaces: Rocky and HiTech. Screen and printer fonts are included.

PERSONAL DRAW-ART 1

(for use with EASY DRAW)

#ST332

A wide variety of borders, boats, planes, graphic images, and more.

TECHNICAL DRAW-ART 1

(for use with EASY DRAW)

#ST331

Symbols for use in electrical, piping, welding, & hydraulic schematics.

STATIONFALL

#IG44

Since your incredible heroics in *Planetfall*, where you risked your life and limb to save the planet *Resida*, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class, but this only meant that your dull life of cleaning grotch cages was replaced by an equally dull life of paperwork. Now you've got another assignment: pilot a spacetruck to a nearby station to pick up a load of trivial forms. But all is not lost. By a happy twist of fate, your companion for the journey is your old pal Floyd! That's right, it's the same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*. Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing its ragtag tenants. A spooky alien ship carrying only an empty pedestal rests in the docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. The commander's log describes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

The author, Steve Meretzky (*The Hitchhikers Guide to the Galaxy*, *Leather Goddesses of Phobos*) won a Best Computer Software Designer award for *Planetfall*. Infocom fans, consistently rating *Planetfall* as their favorite adventure, have been begging for a sequel. Even if you've never played *Planetfall*, you will enjoy *Stationfall*: the puzzles will challenge your intellect while the humor (and particularly Floyd) will keep you laughing.

From INFOCOM

The LURKING HORROR

#IF 42

Ever since you arrived at G.U.E. Tech, you've heard stories about the creepy old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. Until now, you've never ventured lower than the ground floors of the monolithic classroom and dorm buildings, avoiding the warren of tunnels that connect them. But tonight, something draws you down into the mysterious depths of the institute. Perhaps it's the blizzard raging outside, making the outdoors as threatening as anything you could imagine within. Perhaps it's the nightmare you had, hinting at horrific mysteries below and leaving you with a strange object that seems to lead you inexorably downward. Or perhaps it's just another way to avoid writing that twenty page term paper you have due tomorrow. In any event, you soon find yourself wandering away from your computer and into the dark nether regions of G.U.E. Tech. Suddenly you're in a world that rivals your most hideous visions, a realm of horror lurking beneath the calm corridors and study halls. Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passages lead to sights so horrifying that they will feed your nightmares for weeks.

The *Lurking Horror* recalls the ghastly visions of H.P. Lovecraft and Stephen King, as author Dave Lebling turns an everyday world into a frightening web of uncertainty. The numerous puzzles will challenge both first time players and experienced adventurers, and the chilling descriptions will leave you with images you'll not soon forget.

from INFOCOM

COMING TO THE DECEMBER '87 ANTIC

-Editor Nat Friedland looks at the latest Mega, PC, Laser timetable in ANTIC TESTS NEWEST ATARI HARDWARE.

-In NEWS STATION PAGE-DESIGNER, Stephen Fishbein says that this Reeve desktop publishing software has all the power you need... right now!

-Todd Thedell's P.S. ENVELOPE MAKER is just right for your Print Shop cards.

-John Spirko offers timely PRINT SHOP POWER TRICKS and tips for your Christmas cards.

-No Frills Software and the Jersey Atari Computer Society bring you MORE ICONS FOR PRINT SHOP.

-James Pierson-Perry and Wal McCrea show you how to use Print Shop icons for your mailing lists, with DESIGNER LABELS MAIL MERGE.

-Stephen Roquemore says that TURBOBASE BUSINESS SOFTWARE gives you IBM power without the price.

-Israel's Nadav Gur starts you off in desktop publishing with ANTIC PUBLISHER, December's Super Disk Bonus.

-And Nadav's not done yet: the Game of the Month is DUNGEON ARCADE, featuring 40 crypts full of monsters & magic.

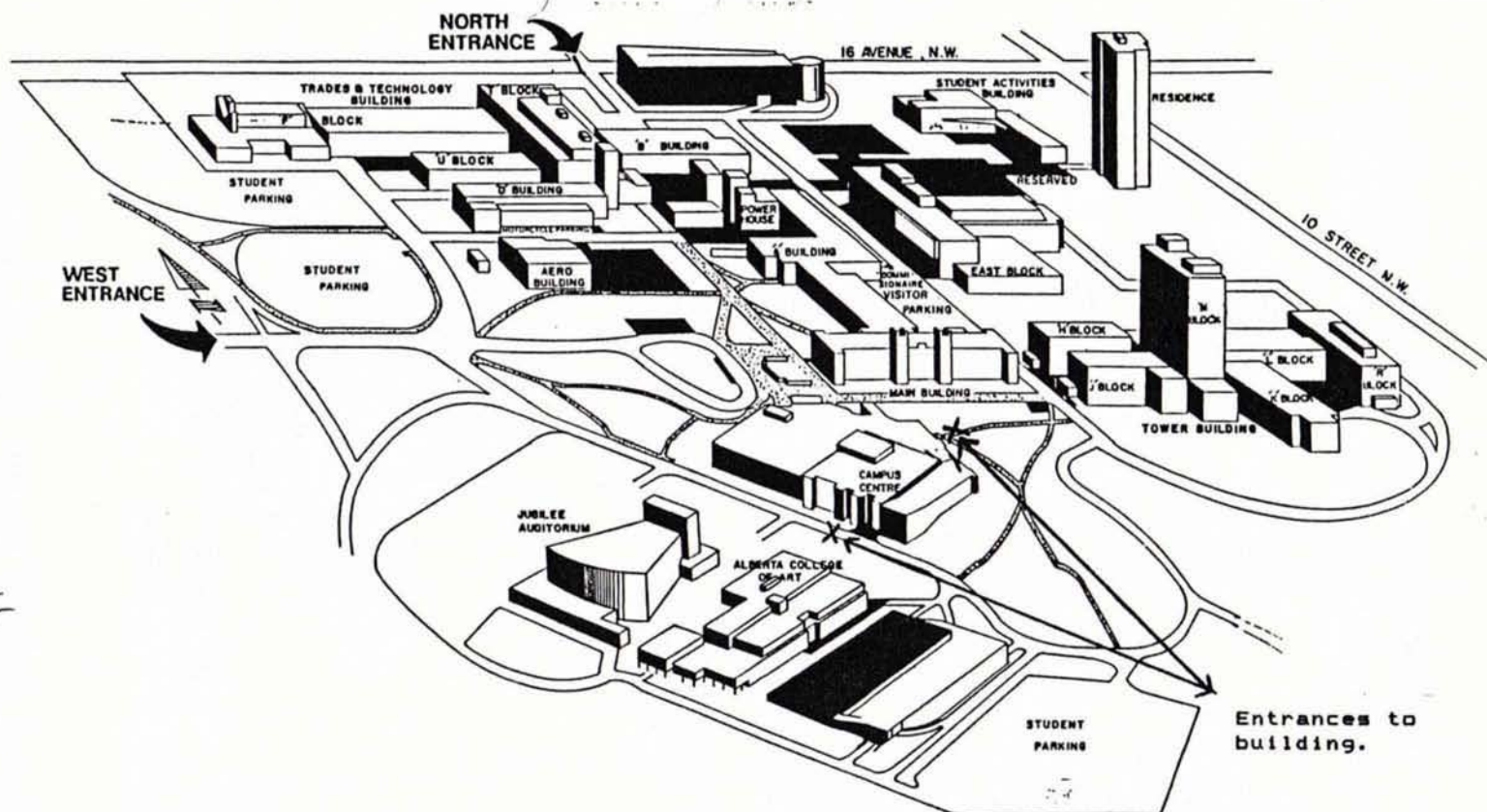
-ICONVERTER by Jim Johnson puts Print Shop icons online.

-PRODUCT REVIEWS for December are AwardWare from Hi Tech and version 2.1 of the First XLEnt Word Processor.

-ST Technical Editor Patrick Bases gives you the first MORSE CODE TRAINER for your 8-bit and ST.



CAPITAL USERS GROUP



Southern Alberta Institute of Technology
1301 - 16th Avenue N.W., Calgary, Alberta, Canada T2M 0L4

Regular meetings are held on the first Thursday of every month. The Library night meeting is held 12 days after.

All meetings begin at 7:30 pm, and are held in the ACROPOLIS LOUNGE until further notice.



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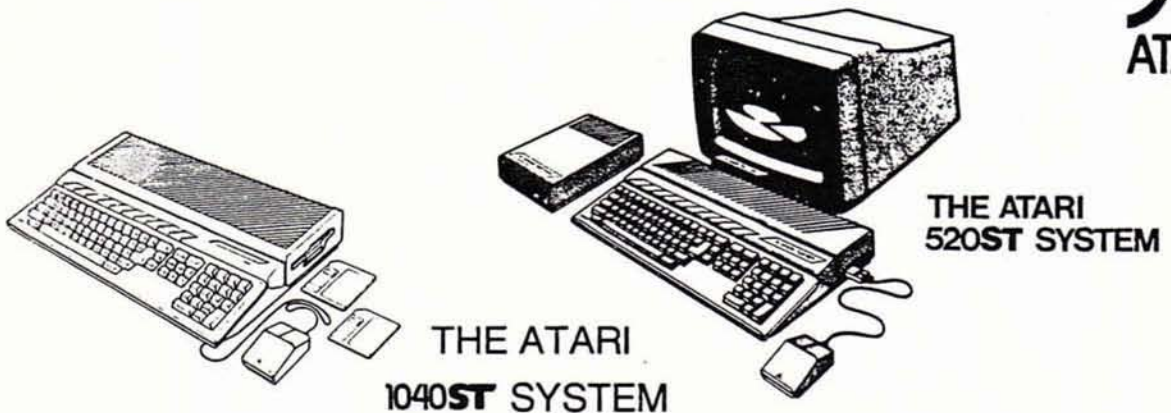
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